HOW TO PLAY

LIFE FORCE™

KONAMI®

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CONGRATULATIONS!

You now own the authentic Konami home version of Life Force, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

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THE BIRTH OF ZELOS COULD MEAN THE DEATH OF ZILLIONS

In a remote quadrant of the universe there was hatched a hideous creature. His proud parents, Ma & Pa Deltoid, named their only son Zelos, which in alien lingo means "one mean son of a gun".

As Zelos grew into an adult space monster, his appetite turned ravenous, his temper became ruthless, and his name proved an understatement. It didn't take long for Zelos to leave the nest and to go out on his own, devouring everything in sight, including three galaxies, four hundred planets, two trillion lifeforms and a side order of stars.

Then your innocent galaxy appeared on Zelos's menu, and he chowed on an entree of roast Gradius, with the planet Latis for dessert. Now, the only chance these civilizations have of escaping from his digestive tract lies with you and your star-fighting partner.

But your odds look pretty grim, for Zelos is full of floating armada terror zones, which are cities that have become a part of Zelos after being eaten. Each of these zones is loaded with tremendous firepower and unbelievable destructive surprises. You'll also find that Zelos's heart and soul are positioned safely behind his traitor fleet.

That means you'll have to devastate the six Terror Zones and blast away their grotesque mayors before reaching Zelos's main artery and putting an end to his eating binge.

HOW TO PLAY

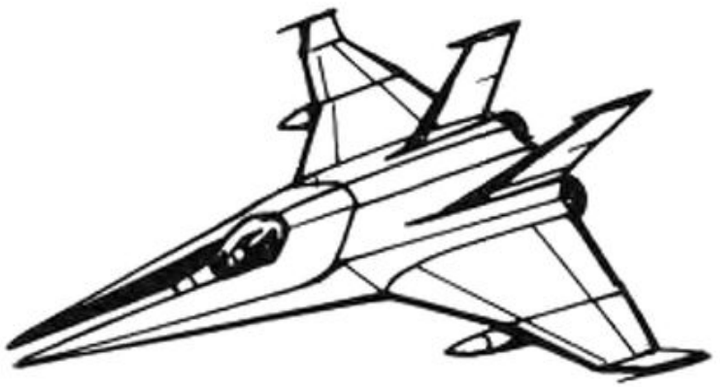
Soaring on the fringes of the Gradian Galaxy in an ultra-blasting, warp speed starship, your mission is to destroy Zelos at all costs.

Success won't come easy, though, as you dodge thousands of alien attackers, utilizing your tremendous flying skills. You better have an itchy trigger finger as well, because you'll gain bonus weapons by wasting certain enemies, capturing their pods and then powering-up. (See page 8)

Life Force can be played by either one or two starfighters. If two play, you fight as a team to save the galaxy.

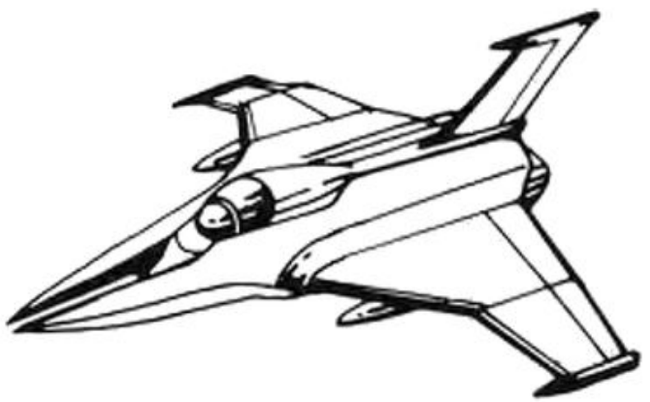
To pilot the Vic Viper from the planet Gradius, choose Controller (1). To pilot the RoadBritish Space Destroyer from the planet Latis, choose Controller (2).

THE STARSHIPS OF HEROES



The Vic Viper

Constructed at the cost of 60 trillion Gradian dollars, the Vic Viper is the pride of all Gradius. A pilot can pull 600 G's at a warp speed of 9 in this baby and still feel like he is lounging in a La-Z-Boy®.



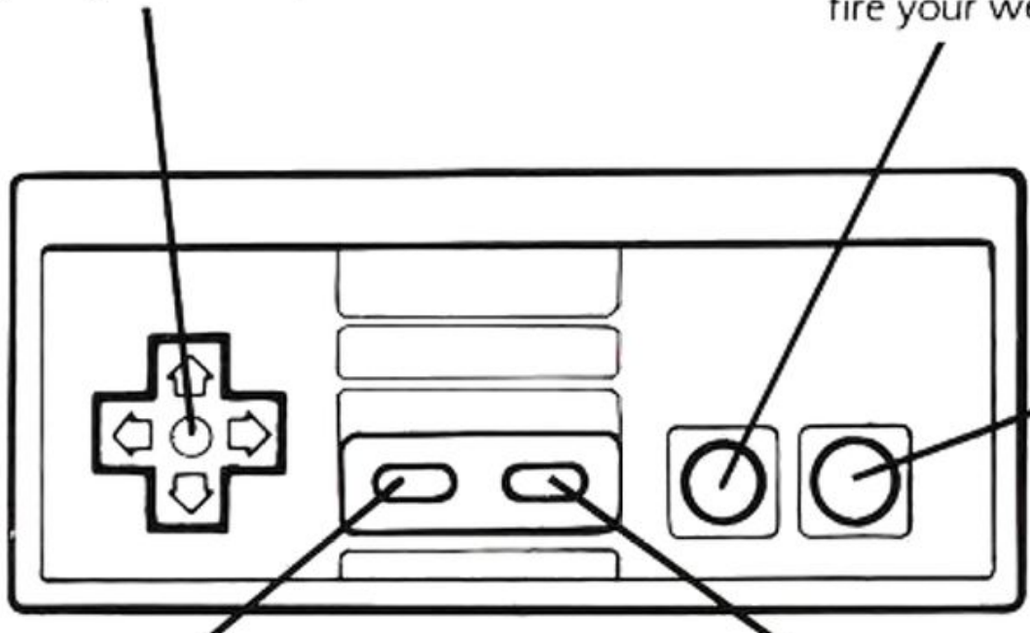
The RoadBritish Space Destroyer

The people of Latis have always been known for their wondrous engineering skills, and the RoadBritish Space Destroyer proves it. In fact, this is the only starship in the galaxy to have beaten the Vic Viper during time trials.

CONTROLLING THE ACTION

Control Pad
Use to guide your starship.

B Button
Press B Button to
fire your weapons.

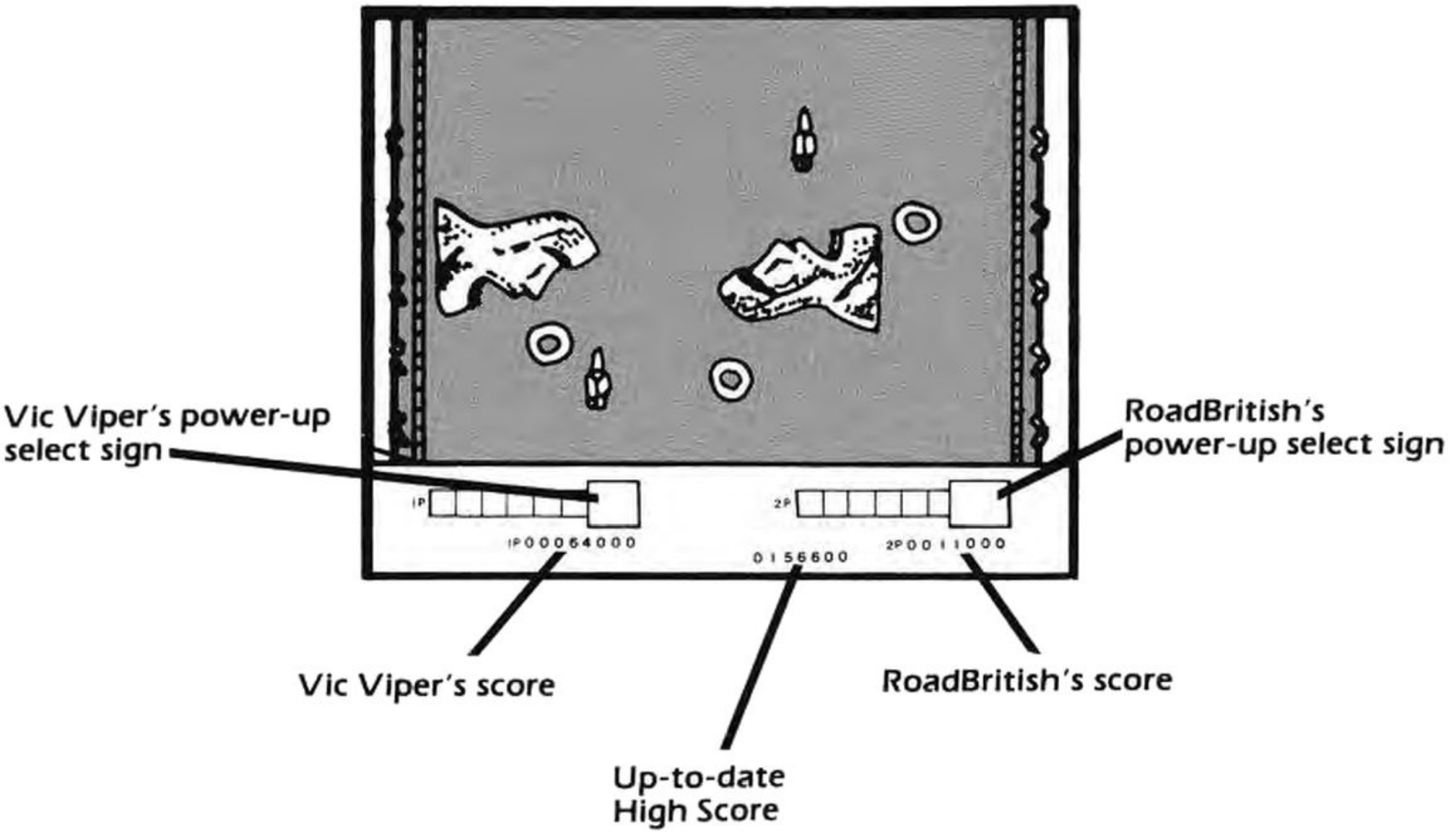


A Button
Press A Button
to power-up.

Select Button
Press at the beginning of your mission to choose either a one player mode or a two player mode. At the end of your mission, press to continue or end. (You can continue for a maximum 3 times)

Start Button
Press to begin your attack on Zelos. Press during the middle of your mission to pause the action.

THE GALAXY'S BATTLEFIELD



HOW TO POWER-UP

Blast certain enemy craft and red power pods will appear. Capture these pods, because they will move your power-up potential from speed up to force field. When the power-up you desire lights up, press A Button to activate it.

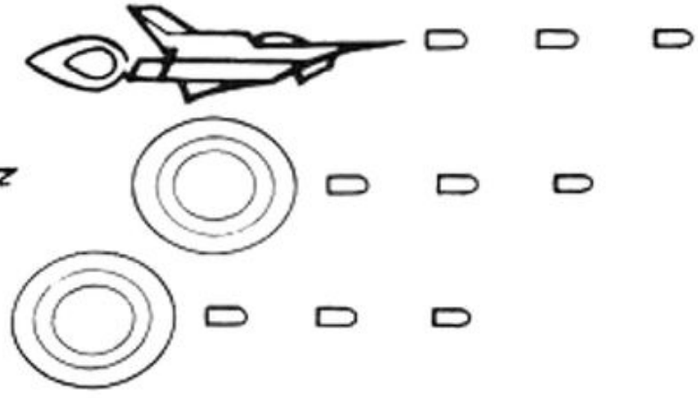
Choose From a Variety of Weapons and Force Fields

Speed Up
Allows you to maneuver more quickly.

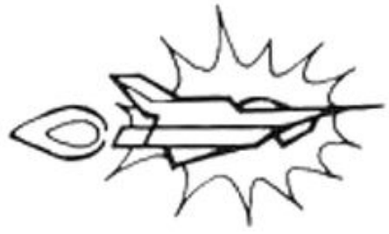
Missiles
Enables you to fire twin Destructo missiles.

Ripple Laser
Wipes out enemies who are attacking from scattered positions.

Plutonic Laser
We're talking serious destruction capabilities with this sucker!

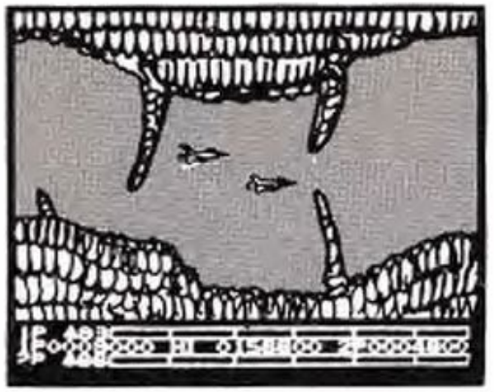


Option
This gives your ship up to two extra attackers. If you're teamed with a partner, you can have two Options between you.



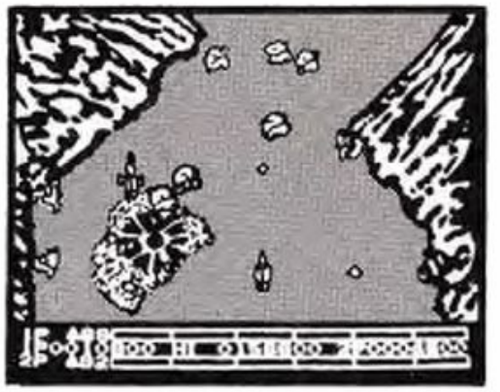
Force Field
When activated this gives you awesome protection against enemy fire.

THE TERROR ZONES



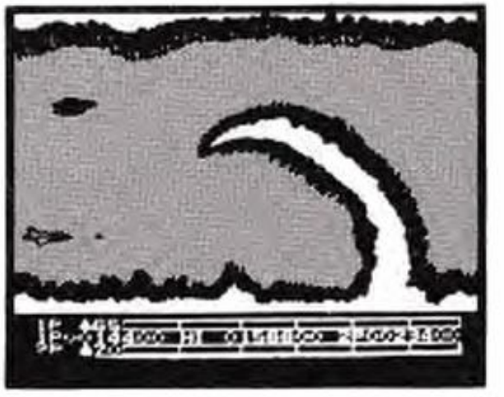
Cell Stage 1

The first terror zone you'll encounter comes from the Phenom Galaxy. Awaiting you here is the dreaded death hand, a menace that has proved fatal to less skillful starfighters.



Volcanic Stage

Terror Zone II is a disaster area from the Baltic Galaxy. This is one of Zelos's favorite allies, since he gets his jollies having molten lava spit in your face.

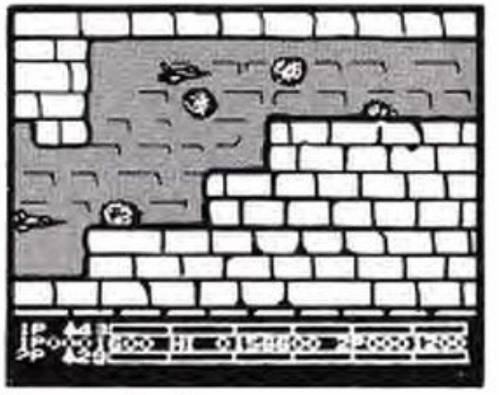


The Prominence Stage

Scorching fire creatures rage out of control in Terror Zone III. And of the hundreds of previous pilots, only a handful have blasted outta here without getting their tails burned.

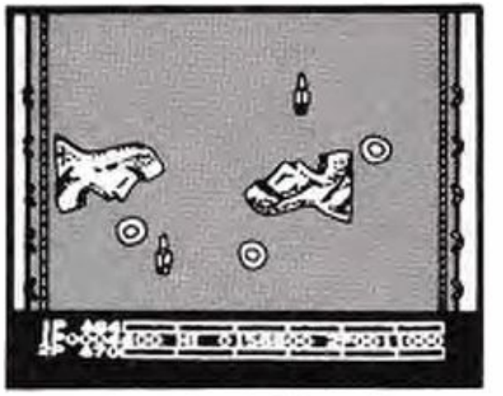
Cell Stage 2

Tiny life forms from the Ithaca Galaxy roam Terror Zone IV. It's here that you'll also be pitted against ferocious internal cells that'll zap you when you least expect it.



Temple Stage

Oh no! The ancient city of temples from the planet Latis has turned against you. What a heartbreaker. Whoever is piloting the RoadBritish will be flying low, as he'll have to blast these expatriates.



Mechanical City Stage

Zelos's final barrier is naturally his most destructive. If you make it past here you'll have only the mighty one's heart to destroy. For the sake of millions, let's hope you survive.

THE ENEMY DEFENSES - UNIVERSAL SCUM

Tablus
Zone 4

Belbeim
Zone 1

Jellyp
Zone 4

Ug
Zone 2

Sharpcrosser
Zone 1

Prowler
Zone 3

Spit Ball
Zone 3

Balganis
Zone 2

Death Hand
Zone 1

Moay
Zone 6

Bamuda
Zone 4

Fire Sphere
Zone 3

Gremlin
Zone 2

Phoenix
Zone 3

Octa
Zone 1

Glopter
Zone 6

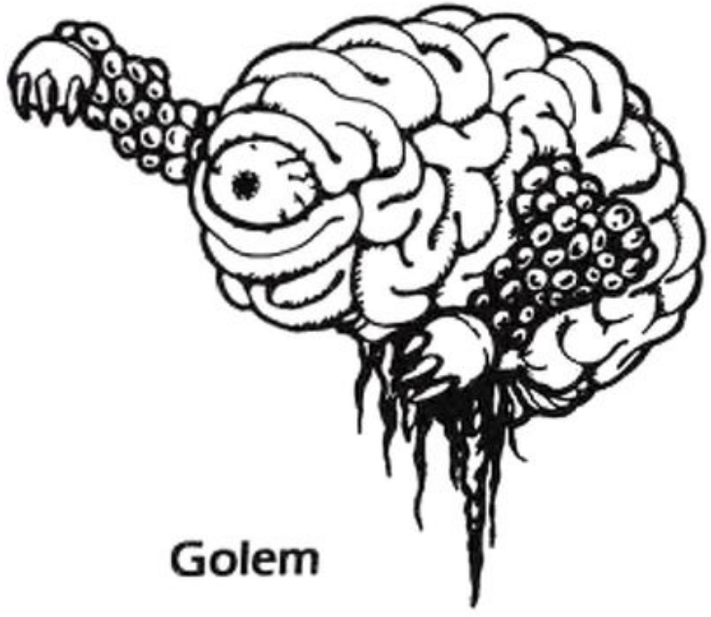
Iron Maiden
Zone 6

Lash
Zone 5

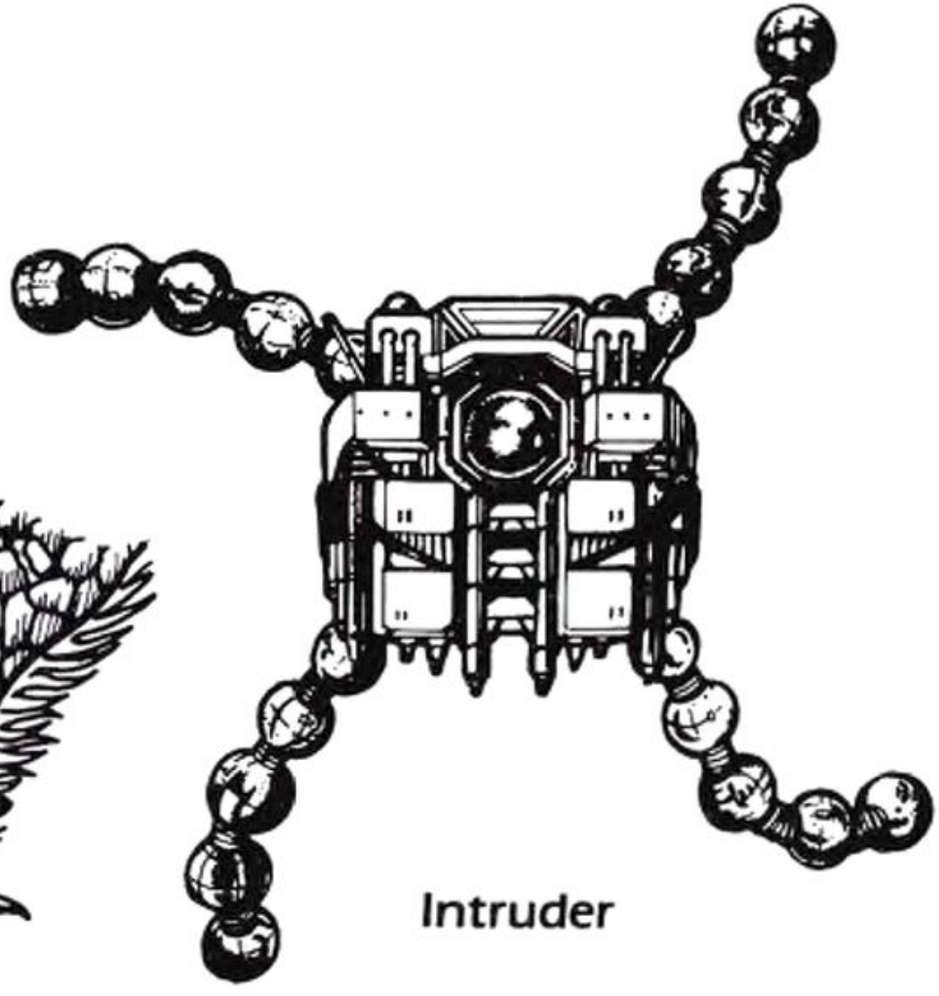
Amkarkhand Heads
Zone 6

Crash Bam
Zone 5

THE ENEMY MAYORS AND THEIR MIGHTY GOVERNOR



Golem



Intruder

Cruiser Tetron

Tutankhamanattack

Giga

Zelos's heart and soul

Treat Your Konami Game Carefully

• This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

• Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

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